

Edamame

Compte: 32

Mur: 4

Niveau: Easy Intermediate



Chorégraphe: Rebecca Lee (MY) - April 2022

Musique: edamame (feat. Rich Brian) - bbno\$: (Clean version)

Intro: 16cts

[1 – 8] STOMP ,BEHIND SIDE CROSS ,STEP HEEL TOE HITCH , CROSS SHUFFLE

- 1 2 Stomp R to R diagonal (1) Recover L (2) (styling: lift L when you stomp on count 1) 12:00
3 & 4 Step R behind L (3) , Step L to L (&) , Cross R over L (4) 12:00
5 & 6 Step L next to R as swivel both heel to L (5), Swivel both toes to L (&) Hitch R (6) 12:00
7 & 8 Cross R over L (7), Step L to L (&) Step R over L (8) 12:00

[9 – 16] SIDE ROCK ¼ TURN, BACK ROCK HITCH,WALK BACK, STEP TOUCH

- 1 2 Rock L to L (1), 1/4 turn L Recover R (2) 9:00
3&4 Step L back while Hitch R (3), Step R in place (&), Step L back while Hitch R (4) 9:00
5 6 Step R back (5) Step L back (6) 9:00
7&8& Step R diagonal back (7) touch L next to R (&), Step L diagonal back (8), Touch R next to L (&) 9:00

[17 – 24] SLIDE ,KICK , SWING ,CROSS BACK ¼ TURN R CROSS SHUFFLE

- 1 2 Slide R to R (1), Step L next to R as Kick R to R side (2) 9:00
3 4 Step R to L as you extend L to L side (3), Step L to R as you extend R to R side (4) 9:00
5 6 Cross R over L (5), Step L back (6) 9:00
&7&8 1/4 turn R Step R next to L (&) Cross L over R (7), Step R to R (&),Cross L over R (8) 12:00

[25 – 32] SIDE ROCK ¼ TURN, COASTER STEP, WALK FORWARD, FULL TURN

- 1 2 Step R to R (1) 1/4 turn L Raise both heel and step both heel down (2) 9:00
3 & 4 Step L back (3) Step R next to L (&) Step L forward (4) 9:00
5 6 Walk R forward (5) Walk L forward (6) 9:00
7 8 1/2 turn L step R back (7) 1/2 turn L step L forward (8) 9:00

styling 1 : 7&8& 1/2 turn L step R back (7) 1/2 turn L step L forward (&)1/2 turn L step R back (8) 1/2 turn L step L forward (&) think of running and you are turning at the same time

styling 2 : 7&8& 1/4 turn L step R back (7) 1/4 turn L step L forward (&)1/4 turn L step R back (8) 1/4 turn L step L forward (&) think of running and you are turning at the same time

Last Update - 27 Apr 2022